

“In the wake of two hundred deaths and the destruction of an entire town, it is so easy to forget one thing: we were kids. We were kids. We were kids trying to do our best.”

-Sue Snell, *Carrie* by Stephen King

When you hear the name Carrie the image that comes to mind for many is Sissy Spacek's portrayal covered in blood from Brian De Palma's 1976 film. But there is so much more to *Carrie* than just being a horror classic.

The [Horror Genre](#) is unlike any other genre: it's designed to scare, and Stephen King is a master of this genre. What makes many of his works so terrifying is that they are grounded in reality. He creates an uneasiness by suggesting that stories like *Carrie* could happen anywhere and at any time. The characters are everyday people that you could pass on the street.

At its core, *Carrie* is a story of the struggles of adolescence and coming of age in an incredibly horrifying setting: High School. Carrie is an ostracized girl who is outcast from her peers which is largely due to her main antagonist: her mother, Margaret, and her devotion to religion. Carrie's sheltered upbringing prevents her from creating genuine connections with others, and from understanding her body.

The narrative of *Carrie* is unique. It is a [memory play](#) told through the narration of Sue Snell as she recalls the events leading up to prom night. Through Sue's eyes, we are reminded that our characters are all just kids. During adolescence, most youth see their actions as minimal and lacking permanence. However, pushing Carrie too far has irreversible consequences, and Sue, [the sole survivor](#), is forced to live with them forever. The closing words, “Once you see, you can't unsee,” reminds us how her peers' actions towards Carrie tore the futures and lives away from so many. And, Sue will forever be haunted by the ghosts of her peers.

[View a digital version of our lobby display here.](#)